

C++ Strings and Arrays Learning Goal Scale

Topic: Strings and Arrays			
Learning Goal: Students will be able to analyze, create, implement, and debug algorithms that use loops, string objects, lists, and arrays to produce programs that are as good as the benchmarks.			
Computer Science			
Score 4.0	In addition to Score 3.0 performance, in-depth inferences and applications that go beyond what was taught, such as <ul style="list-style-type: none">Producing programs independently that are significantly more involved and better than the benchmark.Thoroughly critiquing complicated programs with these features.		Achieved and internalized
	3.5	In addition to Score 3.0 performance, in-depth inferences and application with partial success.	Achieved
Score 3.0	The student analyzes, creates, implements, and debugs algorithms that use loops, string objects, lists, and arrays to produce programs that are as good as the benchmarks.		Got it
	2.5	No major errors or omissions regarding the Score 2.0 details and processes and partial knowledge of the Score 3.0 ideas and processes.	Almost there
Score 2.0	The student exhibits no major errors or omissions regarding these elements: <ul style="list-style-type: none">Understanding meaning of related vocabulary and concepts<ul style="list-style-type: none">Object, StringList, ArrayIteratorFlowchartRecognizing cause and effect of<ul style="list-style-type: none">Random number generatorsLists, Arrays, Multi-dimensional arraysString and object functionsConstructing programs that demonstrate the use of<ul style="list-style-type: none">Random numbersFor loops, nested loopsLists, Arrays, Multi-dimensional arraysString Objects		Getting Better & Learning More
	1.5	Partial knowledge of the Score 2.0 details and processes but major errors or omissions regarding the Score 3.0 ideas and processes.	Just Starting
Score 1.0	With help, a partial understanding of some of the Score 2.0 details and processes and some of the Score 3.0 ideas and processes.		
	0.5	With help a partial understanding of some of the Score 2.0 details and processes but not the Score 3.0 ideas and processes.	
Score 0.0	Even with help, the student demonstrated no understanding or ability to use loops, string objects, lists, and arrays.		Not Trying

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